NINTENDO DS™
Kirby
Squeak Squad

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Official Nintendo Seal

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

2-4 Wireless DS Single-Card Download Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.

2-4 Wireless DS Multi-Card Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

EVERYONE E CONTENT RATED BY ESRB

Nintendo

HAL LABORATORY, INC.

© 2006 HAL Laboratory, Inc./Nintendo. All Rights, including the copyrights of Game, Scenario, Music and Program, reserved by HAL Laboratory, Inc. and Nintendo. Developed by Flagship. TM, ® and the Nintendo DS logo are trademarks of Nintendo. © 2006 Nintendo.

THE ADVENTURE BEGINS

Early afternoon in Dream Land...

It's so peaceful that even the clouds are drowsy.

And now it's Kirby's favorite time of the day – snack time.

Today's yummy snack is a sweet, fluffy slice of strawberry shortcake!

Time to dig in...

WHOA! The cake Kirby was about to eat has suddenly vanished!

That scrumptious berry-topped slice of mouthwatering goodness...

No doubt about it! This must be the work of that greedy King Dedede!

Well, there's no time to waste! Gotta get that cake back!

And that's how Kirby's latest fantastic adventure begins...

CONTENTS

Characters 4
Getting Started 6
Controls 8
Moving Kirby 10
Attacking 12
Copying 13
Copy Palette 16
Advancing the Story 18
Using Gimmicks 22
Items 23
Collection 24
Sub-Games 25
DS Wireless Connection 26

CHARACTERS

KIRBY

The little pink puffball with the gigantic appetite is once again the star of the show. This time around, Kirby's taking his copy abilities on the road in search of his stolen strawberry shortcake.

KING DEDEDE

From his castle high atop the mountains, King Dedede rules over all of Dream Land. Is he responsible for the theft of Kirby's cake? Only time will tell...

THE SQUEAKS

This gang of intergalactic thieves possesses wide-ranging abilities, which they use to hunt down and capture treasures of all shapes and sizes. Daroach is the leader, Spinni is the speed, Storo is the muscle, Doc is the brains, and the yellow, blue, and green Squeakers are the henchmen.

GETTING STARTED

Make sure your Nintendo DS is off, then insert the Kirby: Squeak Squad Game Card into the DS Game Card slot until it clicks into place.

1. Turn the power on and read the information on the start-up screen, then tap the Touch Screen to move to the DS Menu Screen.

2. On the DS Menu Screen, tap the Kirby: Squeak Squad panel.

*If you have your Nintendo DS start-up mode set to Auto, the DS Menu Screen will not appear. See your Nintendo DS Instruction Booklet for more details.

3. On the title screen, tap "Touch to Start" to continue on to the File Select screen.

4. Three files appear on the File Select screen. Tap the file you want to use to move to the Game Select screen.

*Screen shots in this booklet can be identified by the color of the screen shot's border; red indicates the top screen, and blue the bottom screen (Touch Screen).

GAME SELECT SCREEN

Tap one of the options shown below to select that option.

Story	▶▶Page18	Control Kirby and hunt down treasure.
Collection	▶▶Page24	View all the collection items you've gathered.
Sub-games	▶▶Page25	Play one of the three sub-games available.
Erase a File		Erase the currently open game file.

ABOUT SAVING

Game progress is saved automatically after you reach goals ▶▶Page20. To erase data, select the data file you want to erase and select "Erase a File." You can also reset your entire game by pressing and holding Ⓐ, Ⓑ, Ⓧ, Ⓨ, L, and R then turning the power on. Be careful, as this will permanently delete all of your saved game data, and it can never be restored.

*If you turn the power off, Kirby's remaining lives ▶▶Page18 will default to three, and copy palette items ▶▶Page16 will disappear when you restart your game system.

CONTROLS

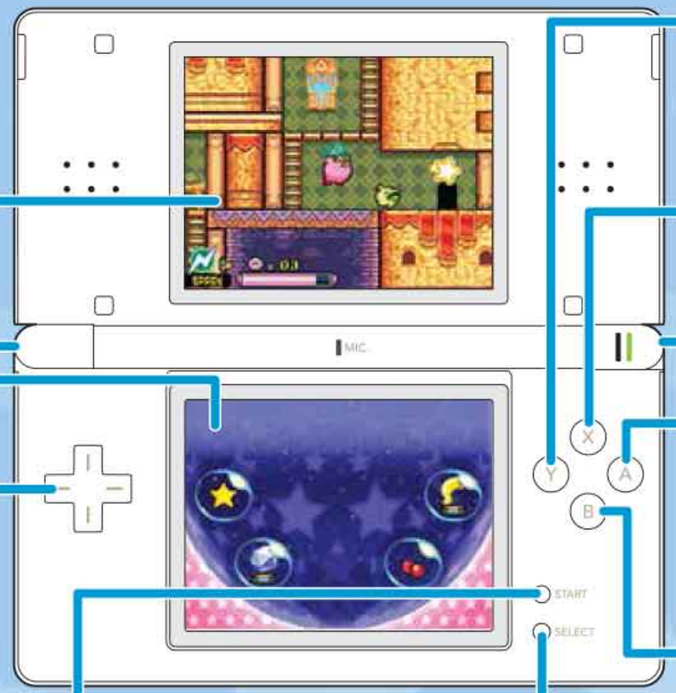
This is an action game where you control Kirby.
To see what Kirby can do, check out ▶▶ Pages 10-13.

*Red letters indicate controls for making menu selections. Black letters indicate controls for adventuring with Kirby.

*Close your Nintendo DS system midgame to activate the energy-saving Sleep Mode. Open the system to continue playing.

*Press L, R, START, and SELECT at the same time to return to the title screen.

*When playing this game on a Nintendo DS (NTR-001), please refer to the Nintendo DS Instruction Booklet.



Top Screen

L Button

Bottom Screen (Touch Screen)

★ **Touch Control**

*If you're using one of your fingers to play the game, be careful not to let your fingernail or anything else scratch the screen.

+Control Pad

★ ⬆ ⬇ ⬅ ➡ ··· Make menu selections
★ ⬆ ····· Float
★ ⬇ ····· Duck
★ ⬅ ➡ ····· Move
★ ⬅ ➡ ····· Press twice quickly in the direction you're moving to dash
★ ⬇ + A or B or Y ····· Slide
★ ⬇ ····· Swallow (when Kirby's mouth is full)

START

★ Confirm
★ Open pause screen
▶▶ Page 19

SELECT

★ Discard Copy Ability

Y Button

★ Jump
★ (Press repeatedly) Float

X Button

★ Discard Copy Ability

R Button

A Button

★ Confirm
★ Jump
★ (Press repeatedly) Float

B Button

★ Cancel
★ Inhale
★ Use Copy Ability (when available)
★ Exhale (when Kirby's mouth is full)
★ Shoot air puff (when floating)

MOVING KIRBY

Here are some of Kirby's basic moves. Use these actions and gimmicks ▸▸Page22 found in the game to move forward and reach goals ▸▸Page20.

GROUND ACTIONS

Walk

Press twice rapidly in the direction you're moving to dash.

Dash

ACTIONS USING

Duck

or A or B or Y

Slide

NOTE!

Kirby can damage enemies by sliding into them, or by hitting them with air puffs or squirts of water.

MIDAIR ACTIONS

A or Y

Jump

Use this command to leap up and leave the ground behind.

A or Y or

Float

Use this to float through the air with the greatest of ease.

B

Fire Air Puffs

Use this to release a blast of air and return to the ground.

WATER ACTIONS

A or Y

Swim

Use to swim, and press or Y to rise to the surface.

B

Squirt Water

Use this to blast enemies with a powerful squirt of water.

OTHER ACTIONS

Use this to enter doorways.

Use this to climb up and down ladders.

ATTACKING

Use the following techniques when attacking enemies. You'll need to attack enemies with lots of life ▸▸ Page19 more than once to defeat them, and some enemies can't be beaten at all. Proceed with caution!

INHALE

Use this to inhale bricks or enemies.

WITH A FULL MOUTH

Kirby can store things he's inhaled in his cheeks.

SUPER INHALE

Kirby's lungs are so powerful that he can inhale large enemies and faraway items.

EXHALE TO ATTACK

Turn inhaled items into stars and exhale them to attack enemies.

SWALLOW

Copy enemy abilities by inhaling, then swallowing enemies.

COPYING

If Kirby swallows enemies with special abilities, he can copy those abilities and use them himself. Make good use of Copy Abilities and gimmicks ▸▸ Page22 to adventure on.

USING COPY ABILITIES

Press B to use Copy Abilities. Check out descriptions of Copy Abilities on the pause screen ▸▸ Page19.

If Kirby takes damage, his Copy Ability will float away as a star. Inhale the runaway star and Kirby will gain the Copy Ability once more.

GETTING RID OF A COPY ABILITY

To drop a Copy Ability, press X or ○ SELECT. The discarded ability will float away as a star.

SOME COPY ABILITIES

Here are a few of the abilities Kirby can copy. There are more Copy Abilities to be had, so try to find them all.

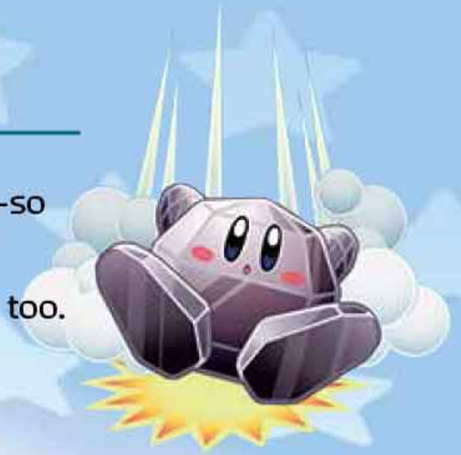
ANIMAL

Animal Kirby's got long, sharp claws, which are good for attacking or digging in soft ground.

BUBBLE

Bubble Kirby's got the power to turn enemies into soap bubbles

▸▸ Page16 .



METAL

Metal Kirby's heavy and oh-so slow, but he's virtually indestructible, too.

FIRE

Fire Kirby's hot stuff! Use his flames to burn up enemies or surround him in a fiery cloak and charge forward. He can also burn grass and light fuses.

ICE

Ice Kirby can freeze enemies in their tracks with his icy breath. He can send frozen enemies sliding into other enemies, too.

SWORD

Sword Kirby's a blur as he swings his sword at incredible speeds. He can also cut ropes and grass.

SPARK

Spark Kirby's a regular dynamo as he zaps opponents with bolts of electricity. He can also ride on a cloud full of lightning to spread his electric attacks over larger areas.

COPY PALETTE

Once you're in a game stage ▸▸ Page19, the copy palette will display on the bottom screen. This is where you'll see the treasure chests and bubble items Kirby's carrying. Kirby can carry up to five of these at a time.

BUBBLE ITEMS

Bubbles can contain one of two things: an item ▸▸ Page23 or a Copy Ability. Kirby can collect these by either touching bubbles or swallowing things as they appear on a stage.

USING BUBBLE ITEMS

Touch a bubble containing an item to use the item. Touch a bubble containing a Copy Ability and Kirby will begin using that ability.

CLEANING UP THE COPY PALETTE

Select a bubble that you want to discard and slide it upward. The bubble will end up in Kirby's mouth, so all you need to do is press Ⓑ to exhale it.

BUBBLE MIXING

If you slide a bubble into another bubble of the same type, the two will join together and transform into something else. Combine two items and the resulting item will be one of greater strength. Mix two Copy Abilities together and you'll get a random ability as a result.

TREASURES

There are two types of treasure chests in this game – regular and large. You can open them to reveal their contents after reaching the end of a level ▸▸ Page20. Be careful! The Squeaks wants all the large treasure chests for themselves and will attack you when you find one. Do your best to protect your treasures until you reach safety ▸▸ Page21.

ADVANCING THE STORY

Guide Kirby through a variety of stages, then topple the area boss to move on to the next area.

LEVEL ENTRANCES AND AREA MAPS

Select areas you want to play at level entrances, then select stages on the area maps. Once you have, press Ⓐ to confirm or proceed to the Collection Room ▶▶Page24 .

Current Copy Ability

The scroll here indicates that you have ability scrolls ▶▶Page24 .

Portal

Use these to return to level entrances.

Treasure Chest Complete (Stage)

A spinning ☆ on a stage means that you've collected all the treasures on that stage.

Treasure Chest Complete (Area)

A ☆ on an area means that you've collected all the treasures in that area.

Kirby's Life Gauge and Remaining Lives

Treasure Chest Info

This is the number of treasure chests you collected and the total number of chests to be found. Treasure chests found on the current stage are displayed in color.

STAGES

Control Kirby and try to reach the goals ▶▶Page20 at the ends of stages. Kirby's life gauge will decrease when he touches an enemy or gets hit by an enemy attack. If the life gauge empties completely, Kirby will lose a life. If Kirby loses all his lives, it's game over.

Enemy Life Gauge

Current Copy Ability

Kirby's Life Gauge and Remaining Lives

PAUSE SCREEN

You can access the pause screen at any time during game play by pressing ○ START. Here you can check the controls for the Copy Ability that Kirby is currently using. When playing on a previously cleared stage, you can press ○ SELECT to return to the area map.

GAME OVER SCREEN

Select "Continue" to keep playing, or "Quit" to stop playing.

HEADING FOR GOALS

Each stage is divided up into sections, which are connected by doors. Pass through doors to reach the next sections of stages. Go through goal doors to clear stages.

GOAL GAME

Once you reach a goal, a goal game will begin. Kirby's inside the rotating cannon, so aim for a target and press Ⓐ, Ⓑ, Ⓧ, or Ⓨ to send him flying. If Kirby passes through an item ▶▶Page23, it's his! In this way, you can fill up Kirby's life gauge, and even increase the number of lives Kirby has left.

OPENING TREASURE

After you've finished a goal game, you'll get to open any treasure chests you've collected and gain the collection items inside ▶▶Page24. If you're carrying treasure chests you've already opened, you'll receive bubble items rather than collection items for those chests.

DON'T LET THE SQUEAKS STEAL ANY TREASURE CHESTS

When Kirby picks up a large treasure chest, the Squeaks will swoop in and try to steal it. Do your best to reach the stage goal with the treasure chest in tow.

HOW TO RETAKE LARGE TREASURE CHESTS

If you attack a member of the Squeaks who's carrying a large treasure chest, that character will drop the chest. Of course, if Kirby takes damage, he will also drop treasure chests (both large and regular), so be careful!

Members of the Squeaks will always head for a hideout once they steal a large treasure chest. To get the chest back, Kirby has to defeat all of the enemies within the hideout.

USING GIMMICKS

There's a whole slew of gimmicks scattered throughout every stage. Find them and use them to alter the terrain or access shortcuts through the stage.

CANNON

Light the fuse of a cannon with fire or another ability, then climb inside and get ready to blast off.

WARPSTAR

All you have to do with a Warp Star is grab it and hang on. Warp Stars will automatically zip Kirby away to the next section of the current stage.

BOMB BLOCK

Attack a bomb block and it will detonate to take out nearby obstacles and create new paths.

SWITCH

Touch or attack switches to activate doors, gates and other gimmicks, allowing Kirby to move forward.

ITEMS

Touch or inhale items found along the way to use them. These items are really helpful, so use them well and guide Kirby through stages.

★KIRBY BUBBLE

Combine three of these on the copy palette to give Kirby an extra life.

★1-UP

This gives Kirby an extra life.

★CANDY

This gives Kirby temporary invincibility, so he can run over opponents without fear of taking damage.

★MAXIM TOMATO

This restores Kirby's life gauge to full.

★ENERGY DRINK

This restores a portion of Kirby's life gauge.

COLLECTION

You get collection items from treasure chests when you reach goals. These items are essential to moving forward and completing the game, so be sure to collect them all.

COLLECTION ROOM

Choose "Collection" on the Game Select screen or press ◯ START on a level entrance or area map to move to the Collection Room. Tap a collection item to see an explanation of that item.

COLLECTION ITEM

Here's a sample of the collection items in the game.

Vitality	Collect two of these to increase the maximum capacity of the life gauge by one.
Ability Scroll	Use this to gain a new technique for every Copy Ability.
Spray Paint	Change Kirby to your favorite color.
Star Seal	Collect five of these and clear Level 6 for a surprise.
Sound Player	Nab the Sound Player and you'll be able to play different notes and sounds.

SUB-GAMES

You play all sub-games by tapping or sliding on the Touch Screen. You can also use local wireless to invite up to three other players to join you.

GETTING STARTED WITH SUB-GAMES

Select "Sub-games" from the Game Select screen to bring up the Sub-games menu screen. Choose from one of the three games ▶▶ Page28, and select the number of players.

CHOOSING THE NUMBER OF PLAYERS

If you choose "One Player," you'll compete against the computer. Select a difficulty level and start playing. If you choose "Multi-Card" or "Single-Card" you can then play with up to four players total ▶▶ Pages 26-27.

WHEN A SUB-GAME ENDS

When you finish playing a sub-game, the screen shown to the right will appear. Choose from "Continue," "Quit," or "Other Game."

DS WIRELESS CONNECTION

You can play sub-games against your friends via DS Wireless Play. To get ready to play, please read "Establishing DS Wireless Link" on ▶▶ Pages 29-31.

MULTI-CARD PLAY

1. Select the game you want to play, then choose "Multi-Card." Player 1 (the host system) then chooses "Open Room" and waits for other players to join.

2. Other players (guests) will see rooms with the host systems' names on their screens. Choose the room you want to join.

3. The names of participating players appear on the top screen. When there are enough players, Player 1 taps "Start." Once Player 1 chooses a difficulty level, the game will begin.

*Player 1 chooses the type of game and difficulty level to be played.

SINGLE-CARD PLAY

1. Using DS Download Play, you can play with up to four people using a single DS Game Card. Player 1 (the host system) chooses the sub-game to be played, then chooses "Single-Card."

2. Players without DS Game Cards (guests) choose DS Download Play on the DS Menu Screen and begin the downloading process.

3. The participating players' names will appear on Player 1's top screen. When there are enough players, Player 1 selects "Download." Once Player 1 chooses a difficulty, the game will begin.

*Player 1 chooses the type of game and difficulty level to be played.

*Players who download sub-game data will be able to continue playing single-player games even after finishing multiplayer games, or if there's a linking error. Downloaded game data will be lost if you turn your DS system off.

COMMUNICATION ERROR

If wireless communications are interrupted, the screen shown to the right will display. Press Ⓐ to play sub-games by yourself.

SPEEDY TEATIME

Wait for the lid to be lifted, then be the first to tap a cake to score a point. If you tap the screen before the lid is lifted, you'll have to sit out that round. If you tap a bomb, you'll sit out the following round.

SMASH RIDE

Slide Kirby on his Smash Star around the screen to slam into enemies and rival riders. If they fall off the screen, you get a point. The player with the most points at the end of the game is the winner. Tap and hold Kirby for a few seconds before sliding and he'll perform a powerful smash attack.

TREASURE SHOT

Watch the treasure chests, and slide balls at the ones from which desserts appear. Slide enough balls during a set amount of time to gain points. The player with the most points at the end of the game is the winner. If you hit a bomb, you'll be unable to move for a few seconds.

ESTABLISHING DS WIRELESS LINK (DS WIRELESS PLAY)

This section explains how to establish the link for local wireless play.

WHAT YOU WILL NEED

- ☐ Nintendo DS Systems ---------- One for each player
- ☐ Kirby: Squeak Squad Game ---------- One for each player

STEPS

1. Make sure that all DS systems are turned off, then insert a Kirby: Squeak Squad Game Card into each system.
2. Turn on the power of all the systems. The DS Menu Screen will appear.
3. Touch the "Kirby: Squeak Squad" panel.
4. Now follow the instructions on page 26.

ESTABLISHING DS WIRELESS LINK (DS DOWNLOAD PLAY)

This section explains how to establish the link for DS Download Play.

WHAT YOU WILL NEED

- ☐ Nintendo DS Systems ---------- One for each player
- ☐ Kirby: Squeak Squad Game Cards ---------- One

STEPS FOR THE HOST

1. Make sure all DS systems are turned off, then insert the Kirby: Squeak Squad Game Card into the system.
2. Turn on the power of all game systems. The DS Menu Screen will appear.
3. Tap the Kirby: Squeak Squad panel.
4. Follow the instructions on page 27.

STEPS FOR THE GUESTS

1. Turn on the power of all game systems. The DS Menu Screen will appear.
2. Tap the DS Download Play panel. The game-selection screen will appear.
3. Tap the Kirby: Squeak Squad panel. The game-confirmation screen will appear.
4. When the correct software appears, select "Yes." Player 1 will start the download process.
5. Follow the instructions on page 27.

Game-Selection Screen

Game-Confirmation Screen

CREDITS

DIRECTOR
TAKASHI HAMAMURA

SUPERVISOR
ATSUSHI KAKUTA

PLANNING
TAKASHI HAMAMURA
TOMOAKI FUKUI
TOYOHISA TANABE
YOSHIMASA ARITA
KENJI MATSUURA
SHIGEKI MORIHIRA
TAIKI UBUKATA

PROGRAMMING
YOSHINORI HORI
TOMOYUKI MURAMAKI
HIROYUKI FUJIWARA
KAZUNARI USUI
JUNZO AKATSUKA
KENSAKU FUJITA

DESIGN
MASANORI KUSUMOTO
ABENO MATSUZAKI
SHIHO TSUTSUJI
ERINA MAKINO
TOMOKO FUKUMOTO
TOSHIFUMI ONISHI
TOMOKI HAMURO
TERUYUKI HIRAOKA
DAISUKE SAKANE
SATOSHI UEDA
HARUYO UEDA
HIROKO YAGI
YOSHIMI UEDA
TAKUMI NAKAMURA

SOUND
HIROKAZU ANDO
JUN ISHIKAWA
TADASHI IKEGAMI
SHOGO SAKAI

CREATIVE SUPPORT
MASANOBU YAMAMOTO

DEBUG
RYUKI KURAOKA
MASARU KOBAYASHI
SENJI HIROSE
HAL DEBUG TEAM
NOA PRODUCT TESTING

DEBUG SUPPORT
MASAHIRO TAKEUCHI
KENSHIRO UEADA
MASAKAZU MIYAZAKI
YUJI ICHIJO

COORDINATORS
NORIHIKO KAWABATA
YOICHI YAMAMOTO
HIROAKI SUGA

ARTWORK
TETSUYA NOTOYA
KAORI NISHIMURA
MARIKO KIMIZUKA
RIEKO KAWAHARA
MASAYO NAKAGAMI

ARTWORK SUPPORT
SACHIKO NAKAMICHI
KIYOMI OE
YASUKO TAKAHASHI

SPECIAL THANKS
YOSHIFUMI YAMASHITA
AKITOMO TANAKA
SATOSHI ISHIDA
CHIEKO OBIKANE
TOMOHIRO MINEMURA
HIROSHI FUJIE
MISAKO MOHRI
SHIN HASEGAWA

NORTH AMERICAN LOCALIZATION
NATE BIHLDORFF
TIM O'LEARY

NORTH AMERICAN LOCALIZATION MANAGEMENT
JEFF MILLER
LESLIE SWAN
BILL TRINEN

PRODUCERS
YASUSHI ADACHI
MASAYOSHI TANIMURA
KENSUKE TANABE

EXECUTIVE PRODUCER
SATORU IWATA

Important Legal Information

REV–E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

Warranty & Service Information

REV–P

You may need only simple instructions to correct a problem with your product. Try our website at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available online or over the telephone, you will be offered express factory service through Nintendo. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo will repair or replace the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our website at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and repair or replacement options and pricing. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING **WARRANTIES OF MERCHANTABILITY** AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights. You may also have other rights which vary from state to state or province to province.

Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

This warranty is only valid in the United States and Canada.

NEED HELP WITH INSTALLATION, MAINTENANCE OR SERVICE?

NINTENDO CUSTOMER SERVICE
WWW.NINTENDO.COM

or call 1-800-255-3700
MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time
(Times subject to change)

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.
www.nintendo.com

61881A

PRINTED IN USA